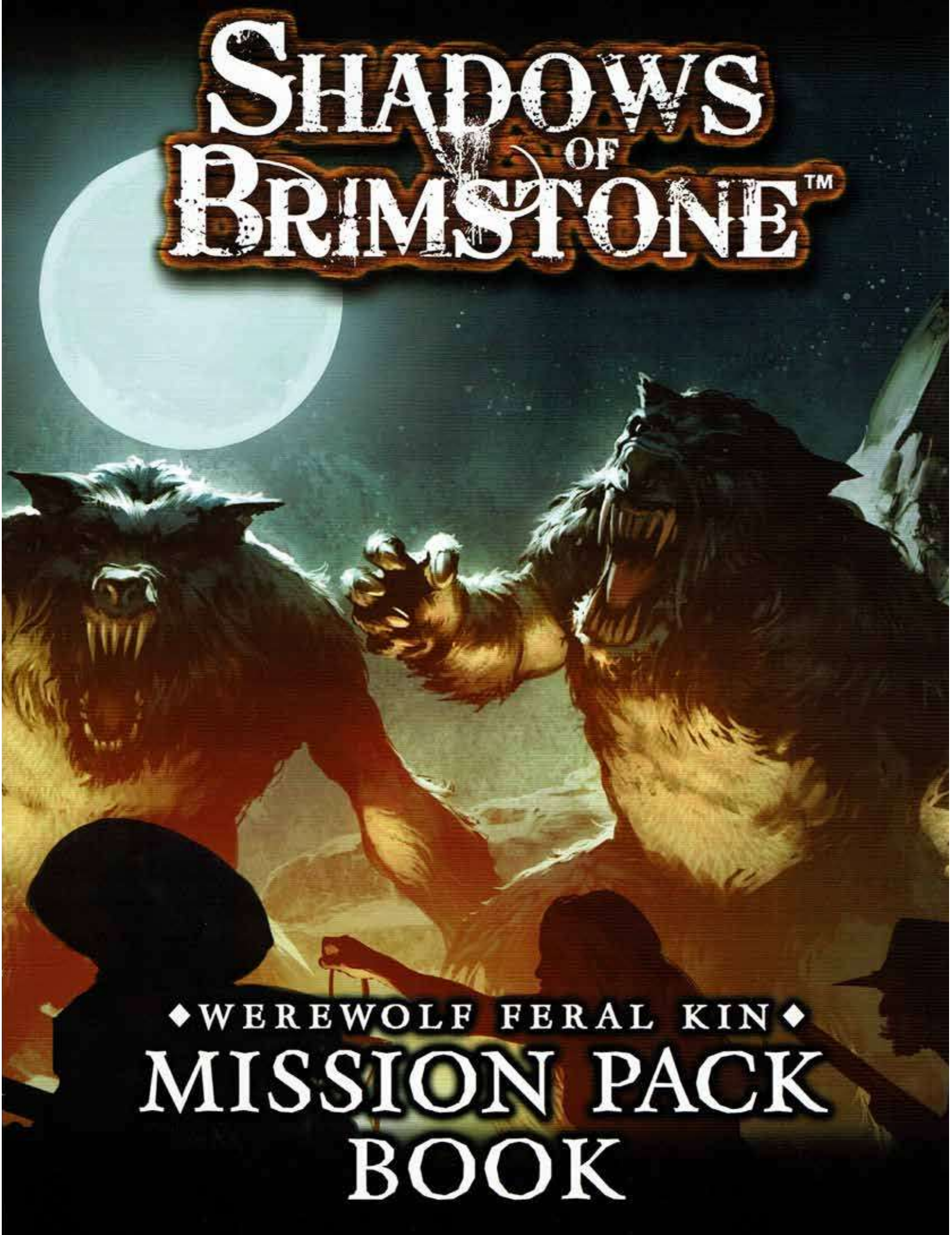
Shadows of Brimstone™



◆WEREWOLF FERAL KIN◆

MISSION PACK BOOK

WEREWOLF FERAL KIN

The ultimate hunters, *Werewolf Feral Kin* are massive beasts that move like lightning, leaping from the shadows to slash and bite with their razor-sharp claws and teeth! In their frenzy, they care little for their own well-being, foregoing defense in favor of simply shrugging off damage while they tear their foes apart, shredding their prey.

Werewolf Pack Master

The largest, toughest, and strongest of the pack is often elevated to the standing of a Pack Master. These nearly unstoppable killing machines can single-handedly rip apart whole groups of men at time, savagely slashing like a whirlwind of fur and death!

A *Pack Master* is usually found as part of an Epic Threat card, or for certain Missions. A marker is provided that can be placed next to one of the normal *Werewolf Feral Kin* Enemies to show that it is a *Pack Master*. For increased difficulty, you may use the *Pack Master* marker on its own, as an extra 'model', in addition to the Enemy Group, rather than replacing one of its normal members.

Enemy leaders that are part of an Enemy Group like this, are always placed first when placing the Enemy Group.

The *Pack Master* is a normal *Werewolf Feral Kin* Enemy, with the following extras:

- Has Double the base Health and +2 Defense
- Tough (Immune to Critical Hits)
- Savage Creature (Moves through other models and changes targets each turn. Also, after moving, Attacks all adjacent Heroes).

WEREWOLF TRIBAL PACKS

Werewolves are usually found as part of a Tribal Pack, living and hunting together in the wild. Often times these Packs have a history together that goes beyond the fact that they all suffer the Curse of the Werewolf.

Some of the more infamous Werewolf packs are represented by Werewolf Tribal Pack cards. Each Tribal Pack card has information about that Pack as well as any bonuses and additional XP that the Werewolf Enemies of that Pack gain (note that any bonus XP listed is added to the base XP 'per Wounding Hit' against those Enemies, as normal for larger Enemies).

When playing a Mission using the *Werewolf Adventure* Enemy Theme Adventure Card, draw a Werewolf Tribal Pack card at the start of that Adventure to see which Pack the Heroes will be facing (as noted on the Adventure Card). This Tribal Pack card remains in play for the rest of the Adventure, applying to all Werewolf Enemies that are encountered.

There is a limit of one Werewolf Tribal Pack in play at a time. If somehow another Tribal Pack would need to be drawn, it replaces any existing Pack card currently in play.

CURSE OF THE WEREWOLF

One of the most dangerous aspects of fighting Werewolves is the potential to gain the *Curse of the Werewolf*, and become a Werewolf yourself!

Getting the Curse

Werewolf Feral Kin have the *Werewolf's Curse* ability that can potentially give any Hero they KO the *Curse of the Werewolf*, as noted on their Enemy Record Sheet. The *Curse of the Werewolf* is a Transformation Curse (a specific kind of Curse) that makes the Hero prone to uncontrollably transforming into a brutal and violent beast during your Adventures!

Transformation Curse

While a Hero has the *Curse of the Werewolf*, (even if KO'd) any time doubles are rolled to *Hold Back the Darkness*, the Cursed Hero must roll 2D6 to hold back the darkness within!

If the roll is less than the target number on the Hero Posse's current stage of the Depth Track, the Cursed Hero immediately Transforms into a Werewolf Hero!

If there are Enemies on the board, the Cursed Hero may spend 2 Grit at the start of any turn to voluntarily Transform into a Werewolf Hero (even if KO'd).

A Hero may never have more than one Transformation Curse on them at a time. If they would gain another Transformation Curse (such as another *Curse of the Werewolf* or a Vampire's *Bitten* marker), the Hero immediately takes 3 Corruption Hits instead.

Losing Your Humanity

While a Hero has the *Curse of the Werewolf*, any time they would roll on the Mutation chart, instead they lose D3 Sanity permanently. Also, while Transformed into a Werewolf Hero, you gain the Keyword Animal.

Transforming into a Werewolf Hero

When a Hero Transforms into a Werewolf Hero, they automatically gain the following while Transformed:

Rampaging - Your Defense becomes 5+ and you may not use Items or Side Bag Tokens.

Altered Form - Your base Health is Doubled *(if transforming from KO'd, stand back up with current Wounds, but no roll for Injury)*. You are also +3 Initiative, +2 Combat, +2 Damage with Combat Hits, and you gain Keyword Beast.

Savage Rage - At the end of each turn, every other Hero adjacent to you immediately takes 1 Hit that does D6+2 Damage.

Calming Down - Whenever you *Catch Your Breath* (or automatically at the end of the Adventure), you may revert back to a normal Hero (Note, you will be KO'd if you have too many Wounds for your normal Health).

Curing the Curse

As a Curse, the *Curse of the Werewolf* may only be removed by certain Events, Town Locations, or Items, or by playing the *Cleansing Ritual* Mission in this expansion.

SILVER BULLET SHOT

Tracking Werewolves is a highly dangerous business, even for the most experienced hunters. It only takes one mistake, one lapse in judgment or distraction, and you can be torn limb from limb by the brute strength and savagery of the beasts! One tool that many Werewolf-hunting Gunslingers have learned to employ is the use of Silver Bullets in their guns, as this is known to be extra deadly to all manner of Beasts.

New Special Shots for the Gunslinger

This expansion adds a new Type of Specialty Ammo for the Gunslinger Hero Class - Silver Bullet Shots. These new Shots are used with the Six-Shooter Template, and have the following effect when fired:

Discard a **Silver Bullet Shot** Token to ignore the *Endurance* ability of an Enemy for one of your Ranged Hits with a **Gun**.

That Hit also doubles the Damage roll if against a **Beast** Enemy (or triples the roll if against a **Werewolf**).

Getting Access to Silver Shots

A **Gunslinger** Hero automatically gains access to **Silver Bullet Shots** as long as they have any Upgrade from the *Way of the Gun* column on their Skill Upgrade Chart.

Like other Skill Upgrade Chart Specialty Ammo for the Gunslinger, once they gain access to them, they may start with up to 2 of these **Silver Bullet Shots** loaded into their Six-Shooter Template at the start of each Adventure.

Reload Starting Upgrade

When using the Gunslinger's *Reload* Starting Upgrade to re-fill Shots into your Six-Shooter Template, if you already have access to **Silver Bullet Shots**, these may be Reloaded like any other Gunslinger Specialty Ammo Type.

OBJECTIVE MAP TILE

The Objective Room Map Tile included in this set is themed for these Mission Pack Enemies. It includes a Map Card for the Mines that may be added into the Mine Map Deck so that this Room may be found in any Mission.

Generalized OtherWorld Map Tile

The back side of the Objective Room Map Tile is an Enemy-themed Room, but is intended to look non-World Specific so that it can be used for any OtherWorld. This generalized OtherWorld side of the Map Tile does not have any Map Cards to represent it. It is only used for Missions that specifically call for the use of the Objective Room, and then only if the Objective Room is found while in an OtherWorld.

When placing this Objective Room Map Tile in an OtherWorld, roll a Random one of its Exits to be used as the Entry Door.

Interior Map Tile

The generalized OtherWorld side of the Objective Room Map Tile is considered to be an **Interior** Room, for abilities or effects where that makes a difference.

NEW MISSIONS

The *Werewolf* Mission Pack Expansion has 4 new Missions to challenge your Heroes. These can be played in order as a narrative, or simply mixed in to your new or current campaign.

D8 Roll	Werewolf Missions
1-2	First Blood
3-4	Full Moon
5-6	Cleansing Ritual
7-8	Hunting Ground

Werewolf Mission 1

FIRST BLOOD

"Massacre! There's been a massacre on the road!" Riding into town at dusk, a frantic boy stammers about a wagon train that was attacked while coming through the hills. "Everything is torn to shreds like it was a pack of wild animals, but I don't know what kind of creatures could have done that!" Barely keeping it together, the boy jumps off his horse and stares off in horror. "There was blood everywhere, wagons on fire, and screams and howling in the distance. It looked like those that weren't immediately killed ran to take shelter in a nearby cave system." If you hurry, there may still be survivors that can tell you what happened.

Set Up

This Mission uses the standard set up and all Heroes start on the *Mine Entrance* Map Tile as normal.

Mission Goal

The Heroes must search the caves for any survivors from the wagon train massacre.

Special Rules

Enemy Theme - Werewolf Adventure

This Mission always uses the Enemy Theme Adventure Card for a *Werewolf Adventure*.

Fast Darkness

Whenever the Darkness moves forward on the Depth Track because the *Hold Back the Darkness* roll was failed, it moves one extra space.

Grisly Discoveries

Whenever the Heroes find a Clue Icon, they have discovered the grisly remains of what was once human. Draw D3 Growing Dread cards and add them to the stack.

Objectives

Finding the Last Survivor

Once the Hero Posse Marker reaches the space marked **11** on the Depth Track, the Heroes are getting close! The next Clue Icon found (including any Clue on the current Exploration Token if the **11** space was just reached), is the location of the *Last Survivor* as the Objective.

Ignore any ***Attacks*** or ***Encounters*** listed on the final Exploration Token. Also, ignore any Door/Gate Icons on the token, as the Objective Room has no exits.

Reveal all **Growing Dread** cards in the stack as normal and then the Heroes must roll to see the status of the *Last Survivor*. Roll a **D6** and add the current position of the **Darkness** on the Depth Track to the roll.

D6+ Darkness	Result
8 or less	Alive!
9 - 15	Feast for Werewolves
16+	Transformation

Alive!

The *Last Survivor* is badly hurt, but alive, hiding from the worst of the Werewolves. You help him out of the caves and the Mission is successfully completed.

Feast for Werewolves

You're too late! A pack of vicious werewolves crowds around the body of the *Last Survivor*, feeding on what remains. **Attack** -

1-2 Heroes	D3 *Werewolf Feral Kin*
3-4 Heroes	(P) *Werewolf Feral Kin*
5-6 Heroes	6 *Werewolf Feral Kin*

Transformation

You have found the *Last Survivor*, but something is not quite right. With a wicked grin, they begin to twist and crack as they transform into a massive and powerful Werewolf! It would appear that this Wagon Train settler was in on the attack from the beginning!

Ambush Attack! -

1-2 Heroes	1 *Werewolf* **Pack Master**
3-4 Heroes	1 *Werewolf* **Pack Master** with Triple Health instead
5-6 Heroes	1 *Werewolf* **Pack Master** and (P) *Werewolf Feral Kin*

Once all Enemies have been defeated (if any), the Heroes have successfully completed the Mission!

Reward

Each Hero gains **D6x$50** for driving off the Werewolves. If the *Last Survivor* was found **Alive!**, each Hero may also draw a **Gear** card.

Failure

If the Mission is failed, each Hero takes **D3 Corruption Hits** as they are scarred by the horrors they have witnessed. Also, the local Towns are scared! Heroes may not spend more than 2 Days in Town during their next Town Stay.

Werewolf Mission 2

FULL MOON

A bright Full Moon rises high above, cresting the gloomy clouds that blow across the night sky. In the distance, a terrifying howl echoes through the cold dark; to be answered moments later by several more howls from every direction. They're out there...hungry for blood...and tonight is the night they will get it!

Gun fire and screams erupt all around as a seemingly endless horde of Werewolves leap from the shadows, no longer content to simply stalk their prey. There can be no victory in trying to fight them; there's too many! There's only one chance now...RUUUUN!!!

Set Up

This Mission uses the standard set up and all Heroes start on the ***Mine Entrance*** Map Tile as normal (if you have a ***Night Mine Entrance*** Map Tile, that should be used instead). This Adventure can also be played starting in the **Canyons** World for extra theme, if you have that available.

Search the **Darkness** Deck for the ***Full Moon*** card and put it into play. This card **Remains in Play** for the duration of the Adventure and may not be discarded or canceled in any way.

*Note - This Mission works well with creating a themed Threat Deck of Enemies that are eligible to transform into Werewolves when killed (see **Spreading Lycanthropy** below).*

Mission Goal

The Heroes are on the run as the Werewolves close in all around! The Hero Posse Marker must reach the ***Darkness Starts*** space on the Depth Track for the Heroes to survive until morning!

Special Rules

Enemy Theme - Werewolf Adventure

This Mission always uses the Enemy Theme Adventure Card for a ***Werewolf Adventure***.

Spreading Lycanthropy

Any time an Enemy that is NOT Keyword **Beast**, **Vampire**, **Void**, **Robot**, or **Hazard** is killed, roll a D6. On the roll of 1 or 2, that model is immediately replaced with a ***Werewolf Feral Kin*** Enemy model at full Health. This *Werewolf Feral Kin* does not get to Activate this turn. (If the model was XL size or bigger, it turns into a ***Werewolf Pack Master*** instead, but uses the original model with its original base size).

Note that these Enemies are transforming into Werewolves, but do not gain bonuses from a ***Werewolf Tribal Pack*** card in play. They DO, however, retain all Keywords, Trait card, and Elite abilities from their original Enemy Type (if a Trait card or Elite ability would give them a bonus to another Ability, they also retain that other Ability and any associated *To Hit* value for it, etc).

Powerful Curse

Any Hero KO'd by a ***Werewolf Feral Kin*** during this Adventure gains the **Curse of the Werewolf** on the D6 roll of 1, 2, or 3 (instead of the normal 1 or 2).

Immediate Dread

For this Mission, ***Growing Dread*** cards are revealed immediately when drawn rather than being placed on the stack.

Objectives

Finding a Way Out

Each time the Heroes find a Clue Icon, they have slipped past one of the larger Werewolf packs and are closer to escaping. After resolving any Encounters and Attacks there, roll the **Peril Die** and move the **Hero Posse marker** that many spaces forward on the Depth Track.

Surviving Until Morning

When the **Hero Posse marker** has reached the **Darkness Start** space on the Depth Track, the Full Moon is setting and the morning sunrise is on the horizon! Once any remaining Enemies on the board have been defeated, the Heroes have successfully completed the Mission!

Reward

Each Hero may remove any number of Corruption Points they currently have and gains +1 Health for surviving the ordeal.

Failure

If the Heroes fail the Mission, they are set upon by the vicious beasts and ravaged! Each Hero must choose one of the following: Roll once on the Injury Table (in addition to any normal roll for being KO'd), or Choose and discard one Item that has at least one ▼, lost in the struggle.

Werewolf Mission 3

CLEANSING RITUAL

One of the local townsfolk has been afflicted by the Curse of the Werewolf and is losing control... attacking people in the night! The local Indian Shamans have agreed to perform a cleansing ritual on him, but it is very dangerous. He'll need help if he is going to live.

Set Up

This Mission uses the standard set up and all Heroes start on the ***Mine Entrance*** Map Tile as normal.

At the start of the Mission, one Hero must take one of the **Story Character** Tokens to represent the ***Werewolf Townsfolk***. The Hero with this token is helping the ***Werewolf Townsfolk*** make their way through the Mine to the location set up for the cleansing ritual.

Mission Goal

The Heroes must find 2 Clues to reach the location of the ***Ritual***, and then defend the area until the ***Ritual*** is complete!

Special Rules

Enemy Theme - Werewolf Adventure

This Mission always uses the Enemy Theme Adventure Card for a ***Werewolf Adventure***.

Werewolf Townsfolk

The **Story Character** in this Mission is a *Werewolf Townsfolk*, scratched during a skirmish with Feral Kin, now gripped by the Curse of the Werewolf! The **Story Character** is not a full model in its own right, but is being helped along by one of the Heroes. It is never targeted or Attacked in any way, but may transform during the Adventure to lash out at the Heroes before regaining control.

During the Adventure, the **Story Character** Token may be exchanged between Heroes as though it were an Item.

Losing Control

As the Heroes get closer to the location of the *Ritual*, the curse on the Townsfolk gets stronger, almost as if it knows you are trying to get rid of it! Any time doubles are rolled on the ***Hold Back the Darkness*** roll, the *Werewolf Townsfolk* momentarily transforms into a Werewolf, lashing out!.

The Hero that is carrying the *Werewolf Townsfolk*, as well as every other Hero within 2 spaces of him, immediately takes a number of **Hits** equal to their Hero Level. These Hits do **3 Damage** each and ignore **Armor**. The Townsfolk then returns to normal, apologizing profusely for losing control.

Once the Heroes have found the first Clue Icon, it becomes even harder for the *Werewolf Townsfolk* to retain control. Now he lashes out at the Heroes (as above) any time the ***Hold Back the Darkness*** roll is failed, instead of on doubles.

Immediate Dread

For this Mission, ***Growing Dread*** cards are revealed immediately when drawn rather than being placed on the stack.

Objectives

Finding the Second Clue

When the Heroes find the second **Clue Icon**, they have reached the Objective Room and found the location of the *Ritual* that has been prepared to cure the Curse of the Werewolf. Ignore all *Encounters* and *Attacks* on the Exploration Token, as well as any Door/Gate Icons. Instead, ALL of the Exits from the Objective Room are considered to be Doors. Draw a Map card for each of these Exits (re-drawing any Passages) and place that Room attached to the Exit (no Exploration Tokens or Exits in these Rooms, and do not move the Hero Posse marker for these extra Map Tiles).

Place the **Story Character** Token for the *Werewolf Townsfolk* in the center of the Objective Room Map Tile, as the local shamans conduct the *Ritual* on him. The **Story Character** Token does not block movement or interact with any other models in any way.

The cleansing *Ritual* has begun and the *Losing Control* Special Rule is no longer in affect.

All Evil is Attracted to the Ritual

Once the *Ritual* has begun, roll a D6 at the end of each turn (not including the turn the last Clue was revealed). On the roll of 1, 2, or 3, draw a **Low** Threat card and place those Enemies in a **Random** Room Map Tile that is directly attached to the Objective Room. These Enemies are placed as normal for an Attack - remember to roll to see if these are *Werewolf Feral Kin* as per the Enemy Theme Adventure Card.

If only 1 or 2 Heroes, the Low Threat is only drawn on the D6 roll of 1 or 2 instead. If 5 or 6 Heroes, the Low Threat is automatically drawn each turn.

Completing the Ritual

Once the *Ritual* has begun, at the start of each turn, one Hero must make a **Spirit 5+** test. The same Hero may not make this test again until all Heroes in the Posse have done so. If successful, place a Sanity marker by the **Story Character** Token. If failed, draw a **Growing Dread** card.

Once there are **4 Sanity** markers next to the **Story Character** Token, the *Ritual* is finished (no more Low Threats are added and no more Sanity tests need be made). Once all remaining Enemies on the board have been defeated, the Heroes have successfully completed the Mission!

Werewolf Heroes taking part in the Ritual

When the *Ritual* begins, any **Werewolf Hero** that wishes to have their Transformation Curse removed, may be an additional **Subject** of the *Ritual*. These Heroes do NOT take part in the final Fight. Place the **Subject** Hero(es) at the center of the Objective Room with the Story Character Token. They may not move, Attack, or be interacted with in any way and do NOT take up a space on the board. They DO still take part in the **Spirit** tests for the *Ritual*.

For each **Werewolf Hero** that is added as a **Subject**, 1 additional **Sanity** marker must be placed to finish the *Ritual*.

The Mission is failed if all Heroes (except those that are **Subjects** of the *Ritual*) are KO'd. If the Mission is successfully completed, all Heroes that were **Subjects** of the *Ritual* may also remove their Transformation Curse.

Reward

Each Hero gains **50 XP** and may remove D6 Corruption.

Failure

If the Mission is failed, each Hero takes D6 Corruption Hits.

Werewolf Mission 4

HUNTING GROUND

At last, you have tracked the Werewolf Pack Master to its lair. Forming a hunting party to join your Hero Posse, you set out, into the dark caves for a final showdown with the villain. Within moments, however, you feel a dark dread sink in... and a nagging suspicion that it may be you that is being hunted.

Set Up

This Mission uses the standard set up and all Heroes start on the *Mine Entrance* Map Tile as normal.

At the start of the Mission, place 3 **Story Character** Tokens next to the Depth Track to represent the local Townsfolk that have joined you as part of the *Hunting Party*.

You will also need the *Werewolf Den* Map Tile. Remove the *Werewolf Den* Map Card from the **Map Deck**.

Mission Goal

The Heroes must find the *Werewolf Den* to confront the Pack Master and his Werewolf Tribal Guard.

Special Rules

Enemy Theme - Werewolf Adventure

This Mission always uses the Enemy Theme Adventure Card for a *Werewolf Adventure*.

Hunting the Hunted

Searching the caves for the *Werewolf Den* is a dangerous task. Any time a Clue Icon is found, with a muffled scream, one of the *Hunting Party* is pulled savagely into the shadows and torn apart! Randomly select one of the **Story Character** Tokens and remove it from play. Then move the Darkness forward 2 spaces on the Depth Track. In this way, the party is being picked off, one by one, as you search the dark caverns.

If all 3 of the **Story Character** Tokens are already gone when a Clue is found, instead, one Random Hero is pulled into the dark and ravaged! That Hero must roll once on the **Injury** Table.

Objectives

Finding the Werewolf Den

When the Hero Posse Marker reaches the space marked 9 on the Depth Track, the Heroes have found the Door leading to the Objective Room! If the Map Tile is a Passage, one Random exit from that Passage leads to the Objective Room (place an End Cap on any other exits). If it is a Room Map Tile, resolve the Exploration Token, but Ignore any Door/Gate Icons, as there is only one exit from this Map Tile, leading to the Objective Room (roll for Door position as normal).

Once any Encounters/Attacks have been resolved here, attach the *Werewolf Den* Map Tile to the final Door as the Objective Room.

Note that if in an OtherWorld, use the OtherWorld side of the *Werewolf Den* Map Tile as the Objective Room instead.

Werewolf Den

The Objective Room has no Exits and does not have an Exploration Token on it. Instead, at the end of the first turn in which one or more Heroes is on the *Werewolf Den* Map Tile, resolve all **Growing Dread** cards in the stack and then the Heroes must face an **Epic Threat**, selected from only those that include a *Werewolf Pack Master*. All *Werewolf Feral Kin* in this Fight (including the Pack Master) always have a *Werewolf Trait* card and get 1 free **Elite** ability, as they are the Tribal Guard.

Roll a D6. If the result is less than or equal to the total number of Heroes and **Story Character** Tokens remaining in the *Hunting Party*, this is an **Ambush Attack**! Otherwise, place the Enemies in the Objective Room as for a normal Attack.

Once all Enemies have been defeated, the Heroes have successfully completed the Mission!

Reward

Each Hero may draw 2 extra Loot cards, found among the tattered rags and broken bones within the den.

Failure

If the Mission is failed, each Hero loses 1 Health permanently as a deep scar to remind them of their bout with the savage beasts.

FAQ AND CLARIFICATIONS

Q) The *Werewolf Feral Kin*'s ***Ferocious Attack*** ability makes their base Combat equal to the target's Hero Level. How does this work with a ***Pack Master*** that attacks all adjacent Heroes?

A) The base Combat against each target Hero is equal to that particular target's Hero Level, so the number of dice rolled at each individual adjacent Hero may be different.

Q) The *Werewolf Feral Kin*'s ***Slashing Claws*** ability makes their Combat Hits ignore Armor. Does this mean a Hero gets no Defense against their Attacks?

A) No. **Armor** and **Defense** are different things. **Defense** is a basic save that all Hero have, rolling to prevent each incoming Hit the Hero has taken (including those from *Werewolf Feral Kin*). **Armor** is an extra save, usually granted by an Item or Ability, that allows a Hero to roll a die for each actual Wound marker that is about to be placed on them, with the potential to prevent each of those individual Wounds. Armor is what *Werewolf Feral Kin* ignore with their Combat Hits.

Q) If I'm currently a Werewolf Hero with less than half Health at the end of the Adventure, and I automatically revert to a normal Hero, am I KO'd before the Mission ends?

A) No. You would be fully Healed before reverting to a normal Hero.

Q) If I have the *Allies* Expansion and one of my Allies gets the ***Curse of the Werewolf***, how does that work?

A) The Ally must test to prevent turning into a Werewolf whenever doubles are rolled for ***Holding Back the Darkness***, just like a Hero that has the Curse. However, if the Ally would ever Transform into a Werewolf Hero, they are lost to the beastly urges and instead immediately become an Enemy with all of the stats and abilities of a ***Werewolf Feral Kin***, but still using the normal Ally figure to represent them (even if an Animal Ally - Were-Mule!).

Q) Does the ***Territorial*** ability on the **Werewolf Tribal Pack** *Children of the Moon* include currently KO'd Heroes?

A) Yes.

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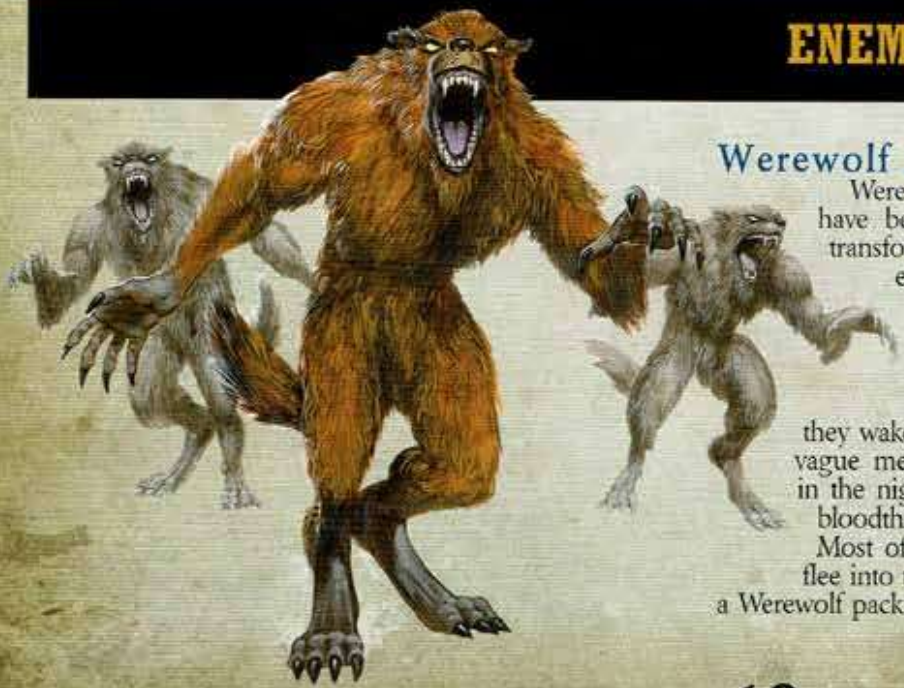
Copyright ©2016 Flying Frog Productions, LLC. All Rights Reserved. Manufactured in China. *A full moon rises over Brimstone, and the howling is getting closer!*

ENEMY OVERVIEW



Werewolf Feral Kin

Werewolf Feral Kin are unfortunate souls that have been ravaged by the Curse of the Werewolf; transforming into nightmare creatures that mix elements of man and beast to form the ultimate killing machine!

These individuals are gripped by the Darkness within them. Twisting and cracking bones as they transform into terrifying beasts, they wake up in the wild, with tattered clothes and only vague memories of the savage things they have done in the night. Unable to control their animal urges and bloodthirsty need to kill, they cannot lead normal lives. Most often, after transforming for the first time, they flee into the hills, finding others like themselves to form a Werewolf pack.

SHADOWS OF BRIMSTONE™

This painting guide shows how to easily paint your Werewolf models using only Warpaints from the *Heroes of the Old West* and *Creatures of the Void* Paint Sets. These Shadows of Brimstone paint sets are sold separately and available now at your local game store or online at the Official Flying Frog Web Store.

PAINTING GUIDE

WEREWOLF FERAL KIN

1) Prime the models with matte white spray paint (use any matte -NOT Gloss- white spray paint which can be purchased inexpensively from a hardware store).
2) Base coat the entire model with *Leather Brown*.
3) Paint claws, nose, and base with *Shadow Black*.
4) Paint mouth and gums with *Crimson Hand Red*.
5) Paint teeth with *Fang Bone*.
6) Wash the entire model with *Dark Tone Ink*.
7) Dry brush the fur areas with *Leather Brown*.
8) Highlight the claws and nose with a mix of *Spirit White* and *Shadow Black*.
9) Highlight the teeth with a mix of *Fang Bone* and *Spirit White*.
10) Paint eyes with a mix of *Spirit White* and *Cynder Yellow*.
11) Finish the eyes by adding pupils with *Shadow Black*.

New Tokens

Silver Bullet Shot - (*Gunslinger*)
New Six-Shooter Template Ammo

Discard to ignore the *Endurance* ability of an Enemy for one of your Ranged Hits with a **Gun**.

That Hit also doubles the Damage roll if against a **Beast** Enemy (or triples the roll if against a **Werewolf**).

A *Gunslinger* Hero with at least one ability from the *Way of the Gun* Upgrade Path, may now start each Adventure with up to *2 Silver Bullet Shots*.

Bleeding - A model is **-3 Health** for each Bleeding marker it has. Remove all Bleeding markers when KO'd, or at the end of the Adventure. Use 1 **Grit** to remove a Bleeding marker at any time.

Undead are Immune to *Bleeding*.

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